"WOOD OR WOODN'T YOU?"

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LOGLINE

JUNIOR can't see how his woodworking routine would get any better. A strange encounter with PLUTO might prove him right.

CHARACTERS

Starring

JUNIOR SNIFFERS

KOOKIE BONKY

HAMBO WRECKIBALL

CHUM BUCKEBIN

PLUTO GEORGIA

THELMA ZIGZAGG

V-CAMO

Featuring

BAILEY ROWL

BONUS

V-SPY

ACT 1

Jungle District

1. It's noon, and JUNIOR SNIFFLES is chopping trees. During his routine, he gets messed around by KOOKIE BONKY, wondering what JUNIOR is doing here. JUNIOR has become a certified carpenter, but can only chop trees at the Jungle District.

2. JUNIOR soon meets a bully of his, HAMBO WRECKIBALL, frustrated by his frequent tree cutting. Despite JUNIOR'S timid pleas and apologies, HAMBO punches him into a tree, nearly crushing BAILEY ROWL. A mysterious springtail CRiTORA watches from a treehouse.

Industrial District

3. CHUM BUCKEBIN is cleaning at a site where he sees JUNIOR building wood framing. CHUM is impressed with his craft, but worried when he sees one of his lenses cracked. JUNIOR states he always has rough days, but he always felt better when working with the scent of wood. CHUM tells JUNIOR to be careful before leaving.

4. When night arose, JUNIOR walked in the alleyway to enter his mixed-used building. The 1st floor is his woodshop (Plank Hut Jr.) with an entry in the front. The 2nd floor is his house with an entry and staircase in the back.

   However, his lock is jammed with goo, and PLUTO GEORGIA emerges from JUNIOR'S dumpster bin. He relates to JUNIOR'S pain from bullies and notes both having great senses and bowties, but *no eyes*. JUNIOR flashbacks to when he had this revelation with CHUM. In a thundercrash to now, PLUTO askes JUNIOR in the rainy storm to join him.

ACT 2

Meetup District

1. The next day, JUNIOR is waiting for PLUTO outside the Ice Cream Parlor. There, he sees his friend, THELMA ZIGZAGG, and converse about yesterday. Worried for him, THELMA tells him that trouble will always get in his way, and the only way to stop it is to do the right thing.

2. PLUTO, overhearing them, stanches JUNIOR and traverses the bushes. PLUTO is assigned to cause havoc at the BONUS Bazaar and gives him a V-CAMO ViRUS. V-SPY was unavailable. And so, PLUTO does the mission with the frantic help of JUNIOR and V-CAMO, going up against BONUS and others. THELMA witnesses it, believing JUNIOR got roped into trouble without realizing his involvement.

Industrial District

3. Later that night, JUNIOR worked anxiously at his woodshop when PLUTO entered for an emergency meeting. He alerts that the Gang was not impressed with their mission, believing the two were too weak. PLUTO gives JUNIOR an outfit: a backpack with four extending robot arms, goggles, and V-CAMO for the night.

4. PLUTO grabs an assignment from V-CAMO: create chaos at the Industrial District tomorrow noon. JUNIOR was terrified, he didn’t know what to think. His assignment conflicted with his wood chopping scheduled for morning. While JUNIOR sleeps in his house, V-CAMO uses JUNIOR'S CRiTALK.

ACT 3

Jungle District

1. The next day, JUNIOR chopped up trees as fast as he could before noon. Just before he was finished, KOOKIE stopped by, messing with him as usual. Frustrated and needing to get to his mission, JUNIOR catches and tangles KOOKIE. HAMBO orders him to let go of his friend, KOOKIE. JUNIOR is baffled, knowing he'll punch him to a pump, and fights him.

2. Before he could finish off HAMBO with V-CAMO, JUNIOR gets stunned by a THELMA Wave, breaking his robot arms. THELMA confronts him, reminding him that doing the right thing isn't to fight back his peers, but to treat them fairly. V-CAMO tips its hat to THELMA, having been a double agent.

Industrial District

3. Due to JUNIOR'S absence for the mission, PLUTO is being rushed by an angry mob. He breaks into JUNIOR'S house in search of the two, but quickly hides in what he believed was his dumpster bin. Except, it's CHUM'S garbage truck, and his springtail gets stuck in garbage while being piled on more garbage.

4. JUNIOR follows the truck before it could dump PLUTO into the trash hole, but he trips into the ground. Luckily, one of his robot arms catches PLUTO in a whim before his backpack malfunctions. CHUM, THELMA, and PLUTO himself, is confused as to why JUNIOR saved him. JUNIOR believes it was the right thing to do. THELMA smirked while PLUTO was left behind.

5. The next day, PLUTO watches JUNIOR as he talks and laughs with KOOKIE and HAMBO through the window of the woodshop. PLUTO felt he didn't deserve JUNIOR, but needed him.